AGB-BF8E-USA

SUPER HORNET
F/A 18F

GAME BOY ADVANCE
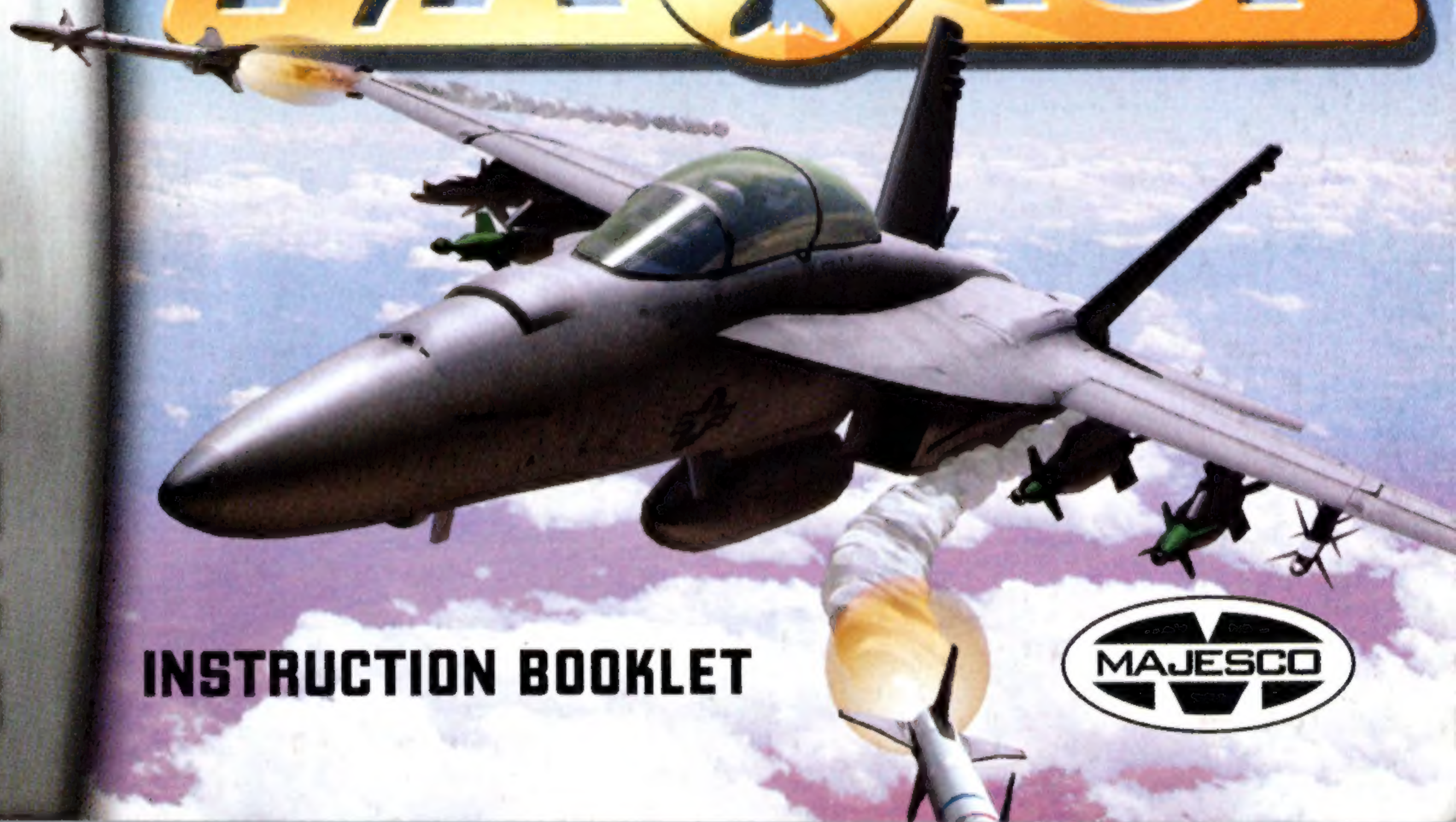
INSTRUCTION BOOKLET

MAJESCO

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

EVERYONE

E™

Violence

ESRB CONTENT RATING   www.esrb.org

LICENSED BY

Nintendo®

TABLE OF CONTENTS

BASIC FLIGHT CONTROLS

Your F-18 responds to the following controls:

L Button
Left Rear View

Control Pad UP
Dive

Control Pad LEFT/RIGHT
Bank Right or Left

Control Pad DOWN
Climb

START
Pause/Resume game

SELECT
Access/Exit
AWACS Radar Grid

4

R Button
Right Rear View

A Button
Fire Weapon

B Button
see Advanced Controls on p.6

● POWER

E BOY
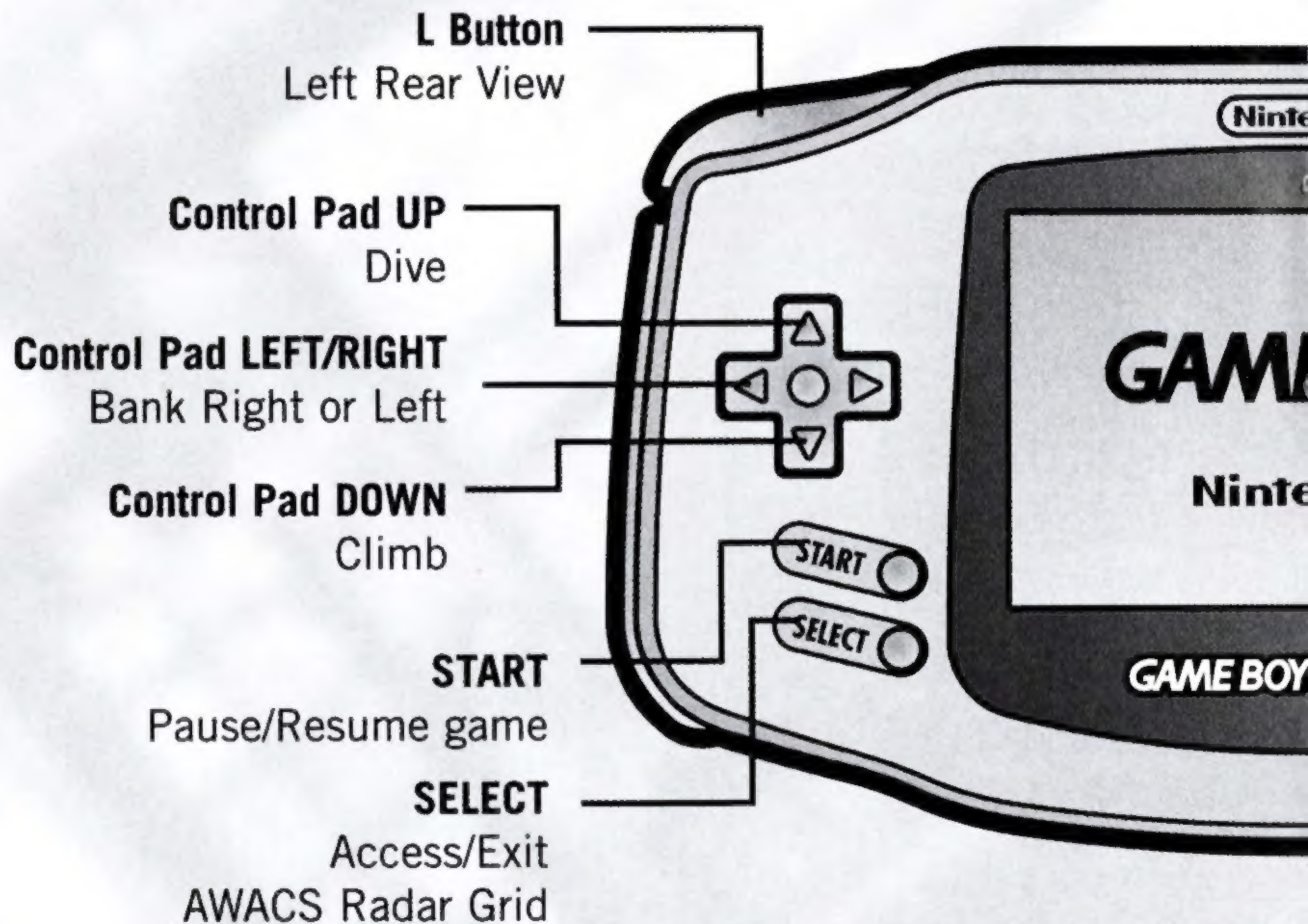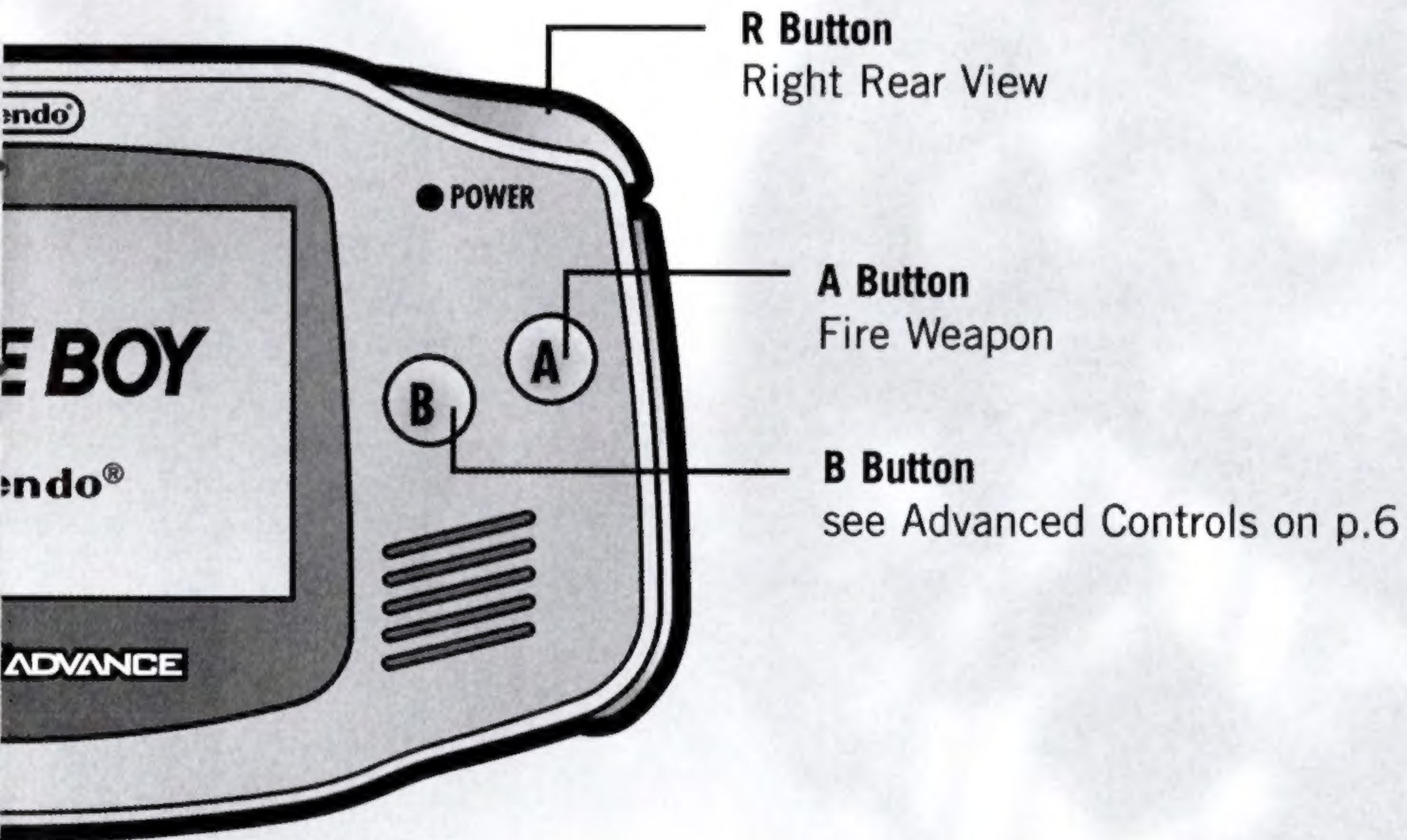
ADVANCE

ADVANCED CONTROLS

Increase Thrust: **B Button** and Up on the **Control Pad** simultaneously
Decrease Thrust: **B Button** and Down on the **Control Pad** simultaneously

Weapons System

Select Weapons System: Press and hold the **B Button**, then press the **R** or **L Button**.
Dispense Countermeasures: Press and hold the **R** or **L Button**, then press the **B Button**.

Computer and Radar Systems

Display the AWG-9 Radar System: Press the **B Button** and **Control Pad** Right repeatedly.
Display the Computer Screens: Press the **B Button** and **Control Pad** Left repeatedly.

LAUNCH PROCEDURES

Once your F-18 is positioned on one of the two steam-propelled catapults at the back of the carrier, the flight officer will motion you to throttle up your engines.

- Press the **B Button** and Up on the **Control Pad** simultaneously until the thrust level reaches 210%.

- When the flight officer salutes you, the ship's catapult mechanism will engage and launch your F-18 from the flight deck.

   Pilot's Advisory: In **Novice Mode**, the launch procedure will occur automatically.

6

MAIN OPTIONS SCREEN

From the Main Options Screen you can select either Novice or Ace difficulty settings, enter a password to return to a specific mission, or practice landing on the carrier or airfield. To select an option, press the **Control Pad** Up or Down to highlight the desired option, then press the **A Button** to select it.

New Game
Select to play **Super Hornet F/A-18F**.

Enter Password
Displays the Password Entry Screen. See **PASSWORDS** on pg 9.

Game Options
Displays the Game Options Screen. See **GAME OPTIONS SCREEN** on pg 8.

Practice Landing
Before you attempt an actual mission, practice your carrier landings to hone your skills.

GAME OPTIONS SCREEN

Music/SFX

Adjust your music and sound effects volume on each slider.

Controller Configuration

To customize your controller configuration, press Up on the **Control Pad** to highlight the Controls Option. Press the **Control Pad** to the Right or Left to change how your aircraft responds to the control stick.

GAME OPTIONS SCREEN

Difficulty Settings

To change the difficulty setting, press Down on the **Control Pad** to highlight the Difficulty Option. Press the **Control Pad** to the Right or Left to switch between Novice and Ace Modes. The table below illustrates the differences between modes.
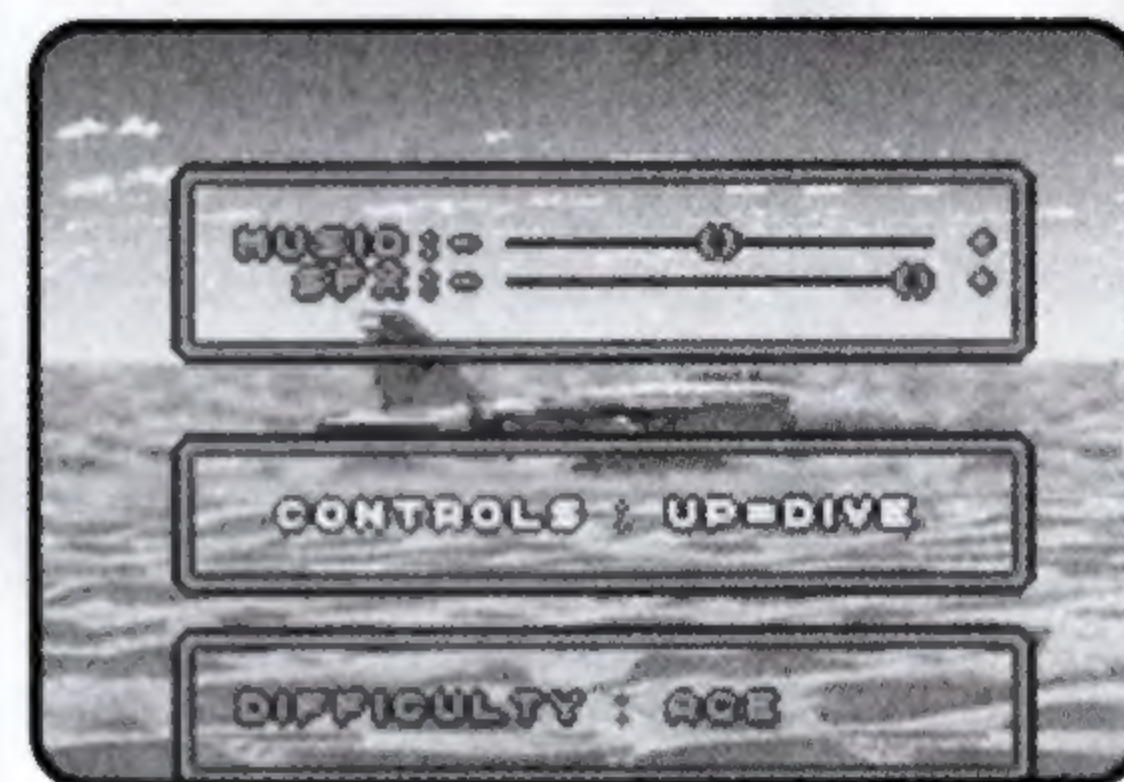
Mode:	Take Off/ Landing	Tomahawk Missiles	Missile Supply	Gun Ammunition	Hits To Destroy	Rate of Fuel Consumption	ECM
Novice:	Automatic	Automatic	Generous	Unlimited	5	Slow	Automatic
Ace:	Manual	Manual	Normal	Limited	3	Fast	Manual

8

PASSWORDS

At the end of each mission, you will receive a password. Write this password down so you can restart the game from that point at your current rank. Without the password, you will be required to start from the beginning of the game. To enter the password, select "ENTER PASSWORD" on the Main Options Screen. The Password Entry Screen will then appear.

Entering Passwords

- Use the **Control Pad** to move the onscreen cursor to the desired character.

- Press the **A Button** to enter the chosen character onto the Password Entry Line.

- Select the "LEFT FACING ARROW" to remove the previously entered character from the Password Entry Line.

- Press **START** or select "**ENTER**" to input the desired password.

If an invalid password was entered, you will be returned to the Main Options Screen. If a correct password was entered, the game will resume where you previously ended. To exit the screen without entering a password, simply press the **B Button** to return to the Main Options Screen.

THE COCKPIT CONTROL PANELS

The Super Hornet F/A-18F is equipped with state-of-the-art cockpit displays and indicators.
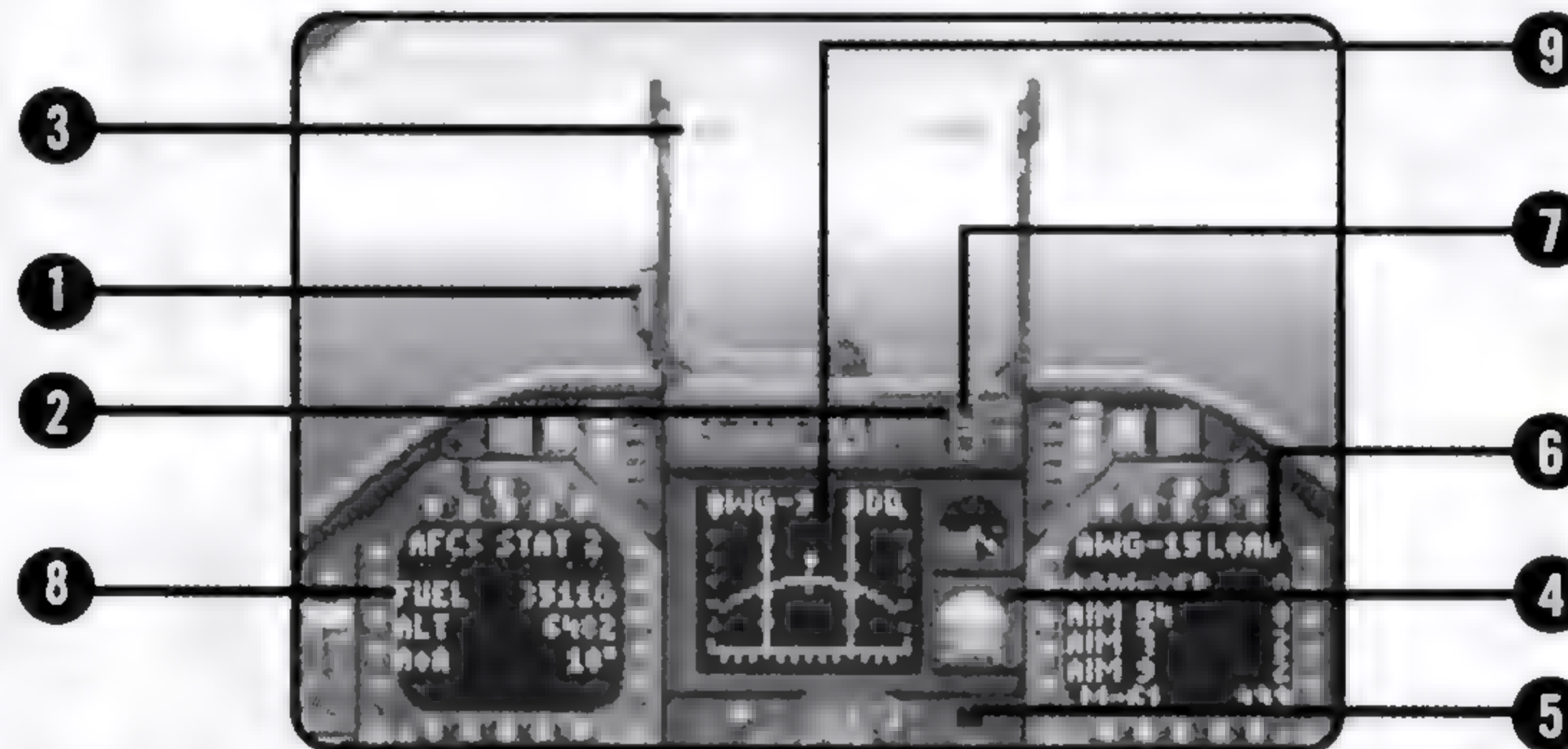
1. Damage Indicators

These lights will illuminate as your F-18 sustains damage from enemy fire. When your F-18 has sustained critical damage, fatal turbine failure will occur and result in the loss of the aircraft.

2. Enemy Lock-On Indicators

These lights will illuminate when an enemy is attempting to lock onto your aircraft, and will flash, accompanied by an audible warning, when an enemy missile is approaching the back of your F-18.

3. Engine Thrust Gauge

Displays the percentage of the engine's thrust power currently being used. For normal flight operations, this reading will range between 30% and 100%. Afterburners are engaged automatically when thrust is increased over 100%. You can use afterburners for increased thrust and speed, however, the fuel consumption rate is greatly increased.

4. Horizontal Situation Display

Shows your F-18's position in relation to the horizon.

5. M61A1 Temperature Indicators

This indicator illuminates if the nose-mounted Vulcan machine gun overheats. When this occurs the Weapons System Computer will automatically shutdown the M61A1 until it is once again safe to operate (at which time the indicator will turn off).

6. Weapons Status Display

Represents the currently selected Weapons System and the number of rounds remaining for each weapon.

7. F-18 Lock-On Indicator

Similar to the Enemy Lock-On Indicators, this light will flash, accompanied by a pulsing tone, when your targeting system is attempting to acquire an enemy. When "lock-on" has been achieved, the light will glow steadily, accompanied by a steady tone.

8. Fuel Gauge

Displays current fuel supply. Your onboard fuel will vary from mission to mission.

9. Cockpit Computer Display

Displays all Onboard Computer Systems as well as TARPS video replays.

11

ONBOARD COMPUTER SYSTEMS

The F-18's onboard computer systems monitor basic flight information, radar and weapon systems, flight parameters and warning messages regarding enemy activity. This information appears on the green phosphorous Cockpit Computer Display (CCD) in the center of the Cockpit Control Panel.

Basic Flight Information

The Super Hornet's Automatic Flight Control System (AFCS) carefully monitors and displays basic flight information including altitude, speed, remaining fuel and heading. This information is split between two CCD screen displays--STAT 1 and STAT 2. To access either display, press the **B Button** and Left on the **Control Pad** simultaneously until each display appears.
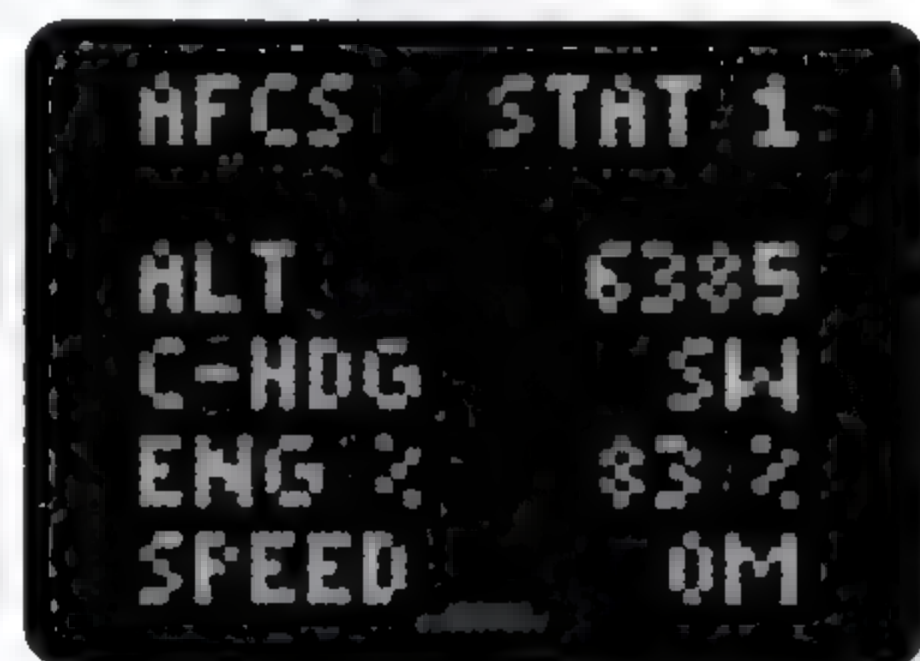
STAT 1 DISPLAY

STAT 1

Altitude (ALT)

Displays the F-18's altitude above sea level in feet (the operational ceiling is 56,000 feet).

Compass Heading (C-HDG)

Displays the aircraft's direction as a compass reading.

12

Thrust (ENG%)
Displays the percentage of the engine's thrust power currently being used.

Airspeed (SPEED)
A three-digit reading displaying the Mach airspeed.

```
AFCS    STAT 2

FUEL    2660G
WING     35%
ALT      6273
AoA      10°
```

STAT 2 DISPLAY

STAT 2

Fuel (FUEL)
Displays current fuel supply in gallons.

Altitude (ALT)
Displays the F-18's altitude above sea level in feet (the operational ceiling is 56,000 feet).

Angle of Attack (AOA)
Reads the angle of the aircraft's pitch, from 0° to 15°.

AIRBORNE WEAPONS GROUP NINE (AWG-9) RADAR SYSTEM
A highly advanced detection system that provides effective scanning and analysis of any airborne threat. Its three operational modes are automatically displayed:
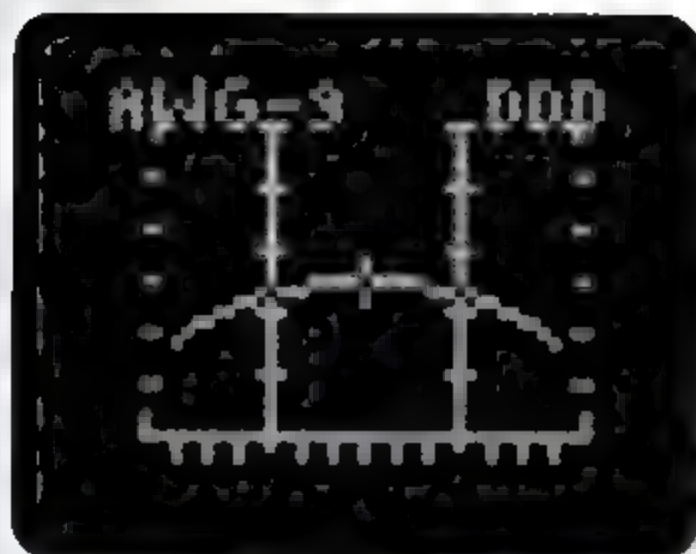
Detail Data Display (DDD) Mode

Shows the position of an enemy in relation to the F-18's frontal cockpit view.

DDD MODE SCREEN

Pulse Doppler Search (PDS) Mode

Gives the pilot a close-up view in front of the aircraft.

PDS MODE SCREEN

Track While Search (TWS) Mode

The longest-range, tactical radar available, PDS mode displays a wide, overhead view of the area around the F-18.

TWS MODE SCREEN

14

NAVIGATIONAL COMPUTER

The system is programmed to help you locate an enemy or Way Point on the AWACS Grid. When functional, the system will display an arrow-shaped indicator on the HUD, indicating your relative position to the signature. If the Navigational Computer displays the indicator on the right side of the HUD, you must bank your aircraft towards the right to fly towards the targeted signature. If appearing on the left side of the HUD, you must bank towards the left. When flying in the direction of your target, the indicator will appear in the center of the HUD and attempt to track its position.

When you are flying in the direction of the Way Point beacon, the navigational computer indicators will no longer be visible on the HUD, indicating that your heading is correct for Way Point Interception.

AWACS OPERATIONAL RADAR GRID

The Super Hornet's radar detection system is fully integrated into its weapon and threat evaluation systems. This allows you virtually instant access to a vast array of information on any bogey entering your airspace. These systems are also connected via two-way data link to the ever-present AWACS (Airborne Warning And Control System) aircraft that monitors all air traffic in the area of operations.

The AWACS Operational Radar Grid provides a long-range satellite view enabling you to maneuver towards bogeys and other targets. The following denotes the possible signatures visible on the AWACS:

Hostile Icons
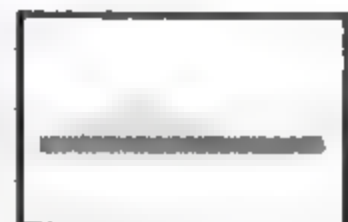
Icon	Label
	Bogey
	Submarine
	SCUD Launcher
	T-72 Tank
	Enemy Structure
	Enemy Transport Vehicle
	Enemy Airfield
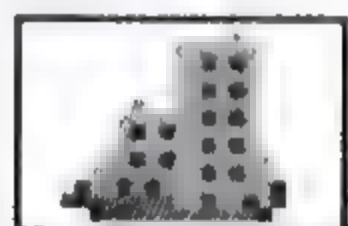
Friendly Icons
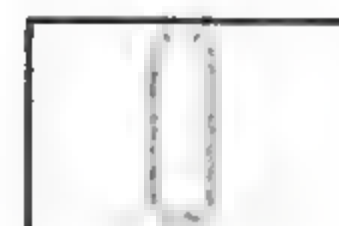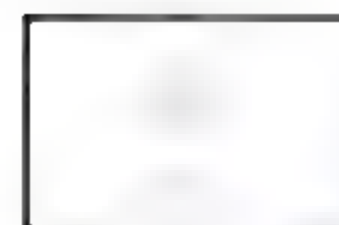
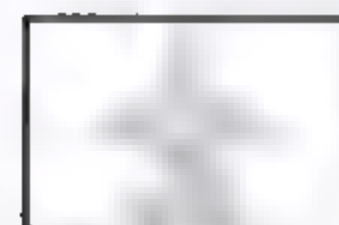| Icon	Label
	Carrier
	KA-6D Tanker Refueling Aircraft
	Mission Way Point
	Experimental E-3 Sentry Aircraft

Targeting Signatures

You can view the signature of any contact on the Grid by targeting it. Press the **A Button** repeatedly to target any contact. Once targeted, the contact's signature will appear at the bottom of the AWACS Grid. When targeting a contact not visible, the Grid will automatically display a moving icon indicating the direction of its position off screen. Flying in the direction of the moving icon will bring the targeted signature into view.

Way Points

Way Points are a series of points on the AWACS Grid from which your aircraft can fire an AGM-86B Cruise Missile. The F-18's Navigational Computer allows you to hone in on Way Point radar signatures. See **WEAPONS SYSTEM** on pg 20 for more information.

Maneuvering on the Grid

Maneuver your F-18 on the Radar Grid by pressing the **Control Pad** Left or Right to bank your aircraft. Press and hold the **B Button** while pressing the **Control Pad** Up or Down to vary your flight speed.

MISSION STATUS

You may review your mission orders, mission objectives, current password, and available lives at any time while on the AWACS Grid by pressing either the **L** or **R Buttons.** Mission objectives will be identified on the Grid by specific signatures.

17

Pilot's Advisory: Viewing the AWACS Grid does not pause the mission; the F-18 will still be subject to enemy fire and all other flight conditions. At any time you may press **SELECT** to return to the Main Cockpit Screen.

Targeting an Objective

You must first target an objective on the AWACS Grid by pressing the **A Button** until its signature appears on the display. With the target identified, press **SELECT** to return to the Main Cockpit Screen. When you are close to the objective, your on-board AWG-9 Radar System will switch to PDS Mode and display the objective's position. Fly towards its position and you will automatically enter the bombing run.

Attacking an Objective

Once you are in the bombing run, you can maneuver the objective into the center of the HUD using basic flight controls. Use your machine guns to destroy areas where enemy fire is originating or destroy the propulsion engines on an airborne objective. Some objectives may require multiple passes before all enemy resistance is neutralized. Once you have passed over the objective, you will automatically be returned to the Main Cockpit Screen. You may now bank the aircraft around to bring the objective back in front of your aircraft and attempt another bombing run.

Mission Objective Icons
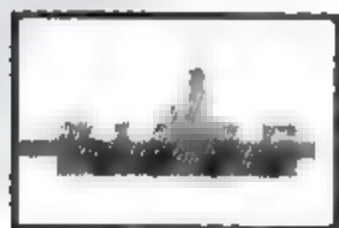
Enemy Destroyer
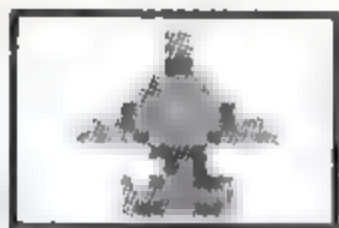
Experimental Enemy Radar Plane
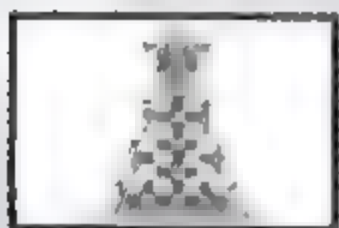
Oil Platform
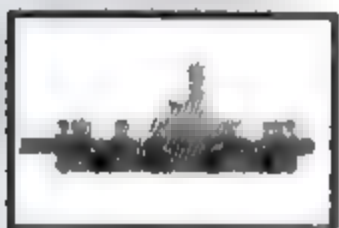
Enemy Oil Tanker
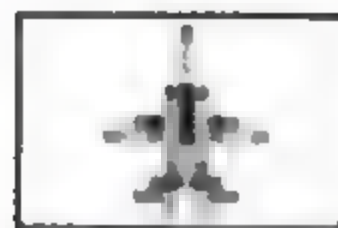
X-35 Joint Strike Fighter
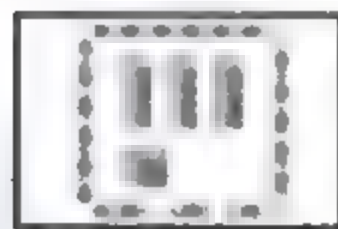
Island Compound

Tu-26 Back Bomber

Pilot's Advisory: Some missions may require you to seek out and destroy an enemy objective. All intelligence regarding these targets and their defense systems is classified. Approach these objectives in the same manner you would approach your carrier, and then use the M61A1 Vulcan 20mm Cannon to neutralize the objective's offensive weapons.

19

WEAPONS SYSTEM

The F-18 is armed with an array of sophisticated weapons you can cycle through by pressing the **B Button** then the **R** or **L Button** repeatedly while on the Main Cockpit Screen. The selected weapons system will appear in the Weapons Status Display on the right-hand side of the cockpit. Press the **A Button** to fire the selected weapon. To aim missiles, maneuver the dot in the center of the sight onto the target by banking to port and starboard and raising and lowering the F-18's nose angle. When using missiles, a repeating tone will be heard when the system is attempting to "lock-on" a target. Wait for a steady "lock-on" tone before launching.

M61A1 Vulcan 20mm Cannon

The Vulcan is best fired at close range in short, concentrated bursts since it expends ammunition quickly (6,000 rounds per minute) and is prone to overheating if fired for long intervals. In the event that your cannon overheats, the M61 reading on the Weapons Status Display will flash until the cannon has cooled and you can resume firing.

AIM-9 Sidewinder Missiles

These short-range, infrared (heat-seeking) missiles use hot jet exhaust to hone in on a target. Since these signatures are easy to track in the cold sky, this missile is the most accurate and effective weapon. Sidewinders are self-guided after launch.

20

AIM-7 Sparrow Missiles

Compact and lethal, these mid-range, radar-guided missiles can be easily carried onboard without increasing drag and compromising the F-18's performance. Sparrow missiles can only acquire a target when they are closing in on your aircraft.

AIM-54 Phoenix Missiles

These long-range, radar-guided missiles are deployed exclusively on F-18s. They can lock on to a distant radar signature and practically guarantee destruction of an enemy aircraft, eliminating the need to have your target in view. Phoenix missiles are effective from close to extreme range. Simply target your bogey on the AWACS Grid, return to the Main Cockpit Screen and launch the missile.

AGM-86B Tomahawk Missiles

The Tomahawk employs a 1,000 lb. conventional high explosive warhead and is the most sophisticated weapon in your arsenal. Your F-18 is equipped with a Special Terrain Navigational Computer to guide the warhead with pinpoint accuracy. Since the topography of specific targets is pre-programmed into each missile, these weapons can only be fired from specific Way Points. On missions that require the use of Tomahawks, this computer will aid you in acquiring Way Points and firing.

Programming Tomahawk Missiles

To launch the AGM-86B, follow these steps:

- Maneuver your F-18 to the appropriate Way Point by following the Navigational Computer reference. Once the Way Point is reached, you will be prompted to launch the missiles.

- Press the **B Button** and then the **R** or **L Button** to select the AGM-86B.

- Press the **A Button** to launch it.

Pilot's Advisory: If you wait too long to launch a Tomahawk missile after acquiring a Way Point, the computer will prompt you to reacquire the Way Point. If this occurs, you will have to return to the position of the Way Point and attempt another launch.

Detonating Tomahawk Missiles

At any time a Tomahawk is airborne, you may view its progress across the terrain by selecting it on the Weapons Status Display. When the missile has reached its detonation range, the CCD will alert you. Detonate the missile by pressing the **B Button** and either the **R** or **L Button** to select the AGM-86B on the Main Cockpit Screen. Then press the **A Button** to detonate it.

Pilot's Advisory: In Novice Mode, the AGM-86B will detonate automatically. In Ace Mode, however, the missile will fall harmlessly to the ground if you wait too long to detonate it. If this occurs, you must return to the Way Point and attempt another launch but you may only have one AGM-86B airborne at a time.

COMBAT

Targeting potential enemies on the AWACS Grid displays information on their signature, location, altitude and heading. Use the Grid to guide the F-18 close enough to an enemy to begin tactical operations on the Main Cockpit Screen. When you can see an enemy aircraft, select a weapons system then maneuver the F-18 until the HUD of the chosen weapon locks onto the enemy. When utilizing missiles, a steady tone signifies you're locked onto the target and the weapon is ready for launch.

Threat System Display

The Threat System provides vital flight information on any targeted bogey including altitude, compass heading and range. It can also ID the bogey's radar signature with the Interferometer as described below.

Interferometer Friend/Foe Reading (IFF)

The IFF will classify any radar signature it receives. When an enemy is targeted on the Grid, you can access its vital information by referring to the Threat Systems Display on the CCD. To access this display, press the **B Button** and Left on the **Control Pad** simultaneously.

Electronic Countermeasures Display (ECMs)

An enemy can fire on your F-18 at any time. Immediately after this occurs, the CCD will display the ECM computer screen and a warning tone will sound, indicating that an enemy missile is actively searching for your aircraft. The blip on the ECM display represents the oncoming missile and its distance in relation to your aircraft. The radar blip gets closer to the plane icon as the missile gains on you. When the blip is on top of the plane icon, you will sustain damage.

Electronic Countermeasures

The Super Hornet is equipped with a supply of electronic countermeasures that can be used to confuse the tracking and guidance systems of enemy missiles. If an enemy missile targets your F-18, these devices can help you evade a missile when combined with skilled flying.

Discharging ECM Devices

To discharge an ECM Device press and hold either the **R** or **L Button** to bring up the Rear Right or Rear Left View.

Avoiding Enemy Ordinance

To avoid an enemy missile, you must execute a series of evasive flight maneuvers. Extreme banking and altitude changes will help to lose a missile tracking you from close behind, but if it gets too close it will explode and damage your plane. When your F-18 is out of danger, the warning tone will cease,

and the ECM display will disappear. During avoidance maneuvers, you may still perform offensive measures to destroy enemy aircraft.

Surface To Air Missile (SAM)

Even when there is no apparent threat from enemy aircraft, stay alert for SAMs fired from enemy submarines, tanks and mobile SCUD launchers. If this occurs, the Enemy Lock-On Indicators will flash and your computer's ECM screen will appear. Use the same evasion techniques described for air-deployed enemy missiles.

Damage

If your ECMs and evasive maneuvers fail, an enemy missile will impact and damage your F-18. In the Novice Mode, a fifth hit by enemy fire will destroy your aircraft. In Ace Mode, a third hit will destroy your F-18.

Carrier Protection

While in combat, bogeys will sometimes disengage and attack your carrier. If your carrier sustains enough damage, it will sink and your current mission will be aborted.

LANDING PROCEDURES

You must land your F-18 on the carrier flight deck or airfield in order to successfully complete a mission. You may also land during the course of a mission in order to replenish your fuel and weapon stocks.

Carrier Targeting

In order to land, you must target the carrier on the AWACS Grid. Press **SELECT** to display the Grid, press the **A Button** to target it, then fly towards the carrier. When you are close, press **SELECT** to return to the Main Cockpit Screen. Your on-board Radar System will automatically switch to PDS Mode and display the carrier position. Fly towards its position and you will automatically line up in position behind the carrier.

The Landing Corridor

When your F-18 is in the correct position for final approach, the Computer Landing Display (CLD) will automatically appear on the CCD. The CLD shows your altitude and horizontal position in relation to the carrier. The Landing Corridor Display in the upper half of the CLD denotes your aircraft's vertical position in relation to the carrier. To land safely, maneuver your aircraft so the contact blip in the Landing Corridor Display remains between the top and bottom lines.

26

The Positioning Grid

Throughout the landing procedure, your F-18 is subject to crosswinds that could adversely affect a successful landing on the flight deck. The contact blip on the Positioning Grid represents the F-18. Maneuver your plane so the blip remains in the center box of this Grid at all times.

Landing Abort

If at any time during a landing attempt you decide not to land, you must increase engine thrust or altitude to abort the landing.

Pilot's Advisory: If the F-18 blip slips too close to the deck on either the Landing Corridor or Positioning Grid Displays, you will overshoot the carrier and must reposition for another landing attempt. If it dips below these parameters, you will hit the flight deck. Throughout the landing procedure, the F-18 will continuously burn fuel so the number of landing attempts you can make is dependent upon the amount of fuel you have left.

IN-FLIGHT REFUELING

When your fuel resources are below 1000 lbs., the KA-6D Tanker will be launched. You can either return to the carrier to refuel or locate the KA-6D in your area of operations.

KA-6D Tanker Targeting

To perform a mid-air refueling procedure, locate the Tanker on the AWACS Grid, press the **A Button** to target it, then fly towards it. Once you are close, press **SELECT** to return to the Main Cockpit Screen. Your on-board Radar system will switch to PDF Mode and display the tanker's position. Simply fly towards its position and you will automatically line up in position behind it.

KA-6D Tanker Refueling

When you are flying directly behind it, the Refueling Computer Display will appear on the CCD to assist you in lining up correctly with the tanker. Simply line up the floating aircraft icon with the stationary one and you will be in proper position for refueling. As soon as you are connected to the Tanker, the refueling process will begin. When this is completed, you will automatically disengage from the Tanker and return to normal flight.

Pilot's Advisory: The tanker will be able to replenish all of the F-18's fuel but will not be able to rearm spent weaponry. Once utilized, the A6 will return to its base of operations until the next mission.

GAMEPLAY HINTS

- To avoid enemy missiles, adopt an eccentric flight pattern. Dive, bank and climb as quickly and erratically as possible. Incoming missiles must detonate behind your aircraft to be effective, so keep them at a distance or in front of you as much as possible.

- To reduce the amount of fuel used during flight, use afterburners only in an emergency, and keep engine thrust below 99% (near 40% during dogfights).

- In combat situations, reduce engine thrust to 50% to increase the F-18's maneuverability.

- Fire the nose-mounted M61A1 Vulcan 20mm machineguns in short concentrated bursts to avoid overheating.

- When landing, move the **Control Pad** slightly to avoid overshooting the carrier's parameters. Avoid rapid altitude fluctuations. Aim toward the front of the carrier runway with your HUD sight.

- When attacking objectives, move the **Control Pad** slightly to aim at the attacking bursts of enemy fire.

F/A-18F SUPER HORNET SPECIFICATIONS

The following defines the specifics of your F-18 Super Hornet aircraft:

Dimensions

Length 60.01 ft
Wingspan 44.71 ft
Height 15.79 ft
Wing Area 500 ft^2

Weights

Empty 30,600 lb
Max Takeoff 66,000 lb
Fuel Capacity (internal) 13,550 lb
Max Payload 17,750 lb

Propulsion

Powerplant two General Electric F414-400
afterburning turbofans
Thrust 44,000 lb

Performance

Max Level at altitude 1,190mph at 40,000 ft
Speed Mach 1.8
Service Ceiling 50,000 ft
Range 1,200 nm

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